#18

DANGEROUS Waters

The Official Source for GameShark codes™

GameSharkCodes GameReviews GameTips Merchant Marina

codeboy's rant

Welcome to yet another pointlessly boring issue of the all-new, sog-resistant, trance-inducing, biodegradable GameShark newsletter, also known as *Dangerous Waters*. Those creative-types have made some serious changes in the past few issues that have shortened the amount of time that we're late by many, many weeks!

Unfortunately, along with all of the good changes, there have been a few "creative differences." After this issue, I will be moving on to write for the Sunday edition of the *Washington Post* in the Perspective section starting April 28th. I will also be gracing the pages of DWs' Tips and Tricks under the name "Shep Linkletter." So, if you're up to it, check it out – and feel free to drop me a line at either of these fine publications. Oh, I will also be doing some voice-overs for Alf64, due out this summer.

So long folks,

–CodeBoy

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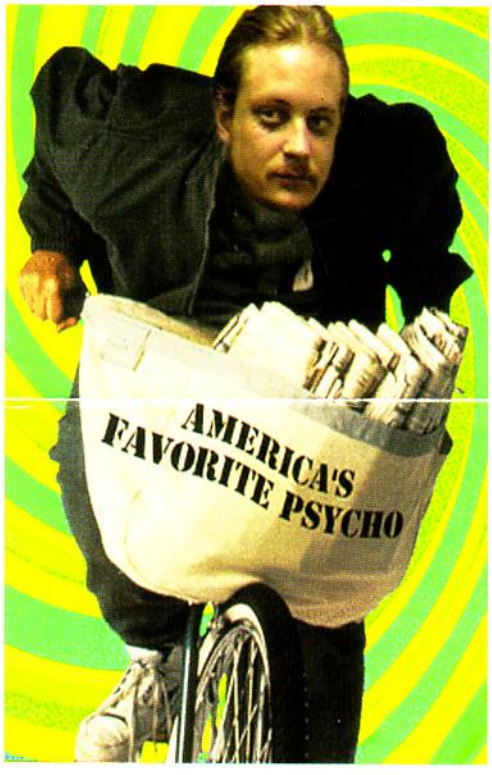
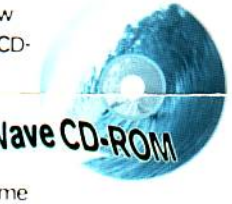


I WANT MY TWO DOLLARS!

Sign Up Now And Catch GameShark Pro's "BIG WAVE"

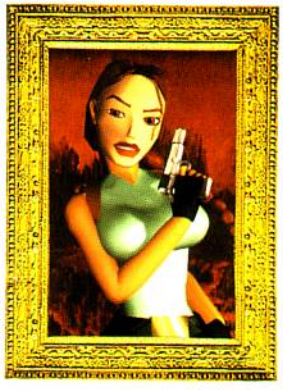
Here's your BIG chance to increase the performance of your new PlayStation® GameShark™ Pro and give yourself an edge in gameplay with the *Big Wave CD-ROM*. This performance enhancing CD features everything you need to give your GameShark Pro a boost. For just $16, Dangerous Waters subscribers can receive the first of four new versions of the Big Wave CD-ROM delivered quarterly to your doorstep, each packed with GameShark Pro code updates, cool game saves that can be transferred to a memory card, plus new software features and technical updates (when neccessary) for your GameShark Pro. That's a whole lot of gaming value that's worth more than a lifeboat on the Titanic!



So before the next "Wave" breaks, see the order form on page 7 and get the Big Wave CD-ROM now!

Enter The "Dangerous Designs" Reader's Art Contest

Think you've got some artistic talent? Perhaps, you're the next Monet or Matisse (look them up). Well, enough about old French guys, show us YOUR skills! Beginning with Dangerous Waters #19, every issue of Dangerous Waters will include one outstanding piece of reader art. For this contest, simply draw a video game character, CodeBoy or just about anything! The artist selected as the winner for each issue will receive an InterAct DexDrive™ through the mail! To enter, just mail your original artwork to: **InterAct Accessories, Inc. Attn: Dangerous Designs Contest/Issue #19 10999 McCormick Road, Hunt Valley, MD 21031** Be sure to include your name, age, address, phone number and what type of DexDrive (PlayStation® or Nintendo® 64) you wish to receive should you win, on a separate sheet of paper. To be eligible for judging in issue #19, all entries must be received by 5/17/99. All entries become the sole property of InterAct Accessories, Inc. Winner will be chosen on or about 5/18/99. For a copy of the official rules, see page 7.



GameTips & Tricks

Conquer worlds. Regain strength. Subdue the enemy.

Dead In The Water

Here are some codes we hope will keep you "alive in the water." Press square + circle at the main menu to access the cheat mode (you will here a chicken cluck). Then enter the code. If entered correctly, you will here the chicken cluck again. To enter another code, repeat this process.

God Mode
At the main menu, press R2, L2, R1, R2.

All Tracks
At the main menu, press L2, L2, R1, L1.

Level 2 Boats
At the main menu, press R2, R1, R1, L1.

Level 3 Boats
At the main menu, press L1, R2, L2, L1.

Infinite Special
At the main menu, press R1, L1, L2, L2.

Infinite Missiles
At the main menu, press L1, R1, L1, L2.

Infinite Turbo
At the main menu, press L2, R2, L2, R1.

Big Waves
At the main menu, press R2, L1, R1, R1.

Chicken Mode
At the main menu, press R1, R1, R2, L2.

RC Boat Mode
At the main menu, press L1, L1, L2, L1.

editor's note

"Cool!" "I love it!" "Why didn't you do that before?" These are the reviews I've been hearing on the new format for Dangerous Waters. Thanks! We always try to stay fresh and cutting edge. Look for other exciting new features along the way.

Speaking of cutting edge, 1999 holds a lot in store in terms of products from InterAct. To sum things up in a word – GameShark™ Pro! That's right, GameShark is getting an upgrade! It will make its way to stores this spring with a way cool code generator that allows you to hack your own codes! So for all those aspiring "CodeBoy's" out there, you're now one step closer to CHS: Chronic Hacking Syndrome.

Enjoy issue #18 gamers, and remember: Abuse the power!

Dan Ullmann, III

Kato's Game Reviews

An unbiased look at what's hot and what's not.

SILENT HILL

Title: Silent Hill
Developer: Konami
Publisher: Konami
Format: CD
# of Players: 1
Difficulty: Moderate
Available: Now

Well it's finally here! Silent Hill™ is sure to be the next big horror-action game without a doubt. It is different from and similar to Capcom's Resident Evil™ series. You are Harry Mason, an avid writer who takes his daughter on vacation in Silent Hill, a would-be sleepy town (sounds normal enough-right?). Here's, however, where the story takes a turn. Harry has a car accident and, after coming to, discovers Cheryl (his daughter) is missing. Now, the plot thickens.

Silent Hill has all the telltale signs of a good action game – sharp FMV sequences, bizarre creatures trying to end your life, an even more bizarre town, and an intense and eerie story.

Silent Hill, a sleepy town? I think not!

What's lurking around the next corner?

Be ready to jump and panic-fire your way through the creepy town (kudos to the music for setting the mood; nothing like knowing there is a monster around, but not knowing where).

The story is sharp, but you need to explore everywhere so that you don't miss any clues. At the beginning of the game, I missed the sheet of paper that directs you to the house on Levin Street. I wandered around the city wasting ammo when I could have been going after the keys for the garden to get you to the school.

If there was one thing to improve, it would be the annoying fog effect. I do not know if it's hiding "pop-up" or setting the mood of the story, in which case it does an excellent job.

Aside from the minor graphic issue, I enjoyed Silent Hill. I like the Resident Evil series more, but this is still a great horror-action game. If you enjoyed that series of games, don't pass up this one. Silent Hill is definitely worth it.

Mailbox

The Voice of GameShark Fans.

Dear Kato,
I want you to compare Tenchu with Ninja. My friends are always telling me that Tenchu sucks and that Ninja is sooooo goooooood. Well, well, I purchased Tenchu and Ninja. I believe that the true meaning of being a ninja is stealth. If only you could post/write something for my friends.

-Pokemon Sux
www.gameshark.com

Well, if it means anything to anybody, I think Tenchu is a much better game than Ninja. Don't get me wrong, I like Ninja, but Tenchu has it beat. -Kato

Dear Kato,
I love your new site. I've got to tell you that I am a regular visitor and love the RPG's. I am also a grandmother with an 11 year old grandson. We play games together and try to keep up with what's going on. We both own a GameShark. His is a Nintendo 64 GameShark and mine is a PlayStation GameShark. We will be looking for the new one.

Thanks for the new site.
-Grandma in Florida

Even grandparents think GameShark is cool!
-Kato

Got a question? We'd like to hear from you. Send your letters to:
Dangerous Waters Mailbox, 10999 McCormick Road, Hunt Valley, MD 21031
email: codeboy@gameshark.com or kato@gameshark.com

The i-Files

An In-Depth Look At New Devices From InterAct.

GameShark Makes Its Professional Debut

The ultimate game enhancer returns completely updated and revised for 1999.

GameShark™ joins the professional ranks in 1999 with GameShark™ Pro – the latest update to the "ultimate game enhancer." This completely revised version of the original boasts many of the same features, but also includes a code generator that give gamers the ability to produce their own codes.

While GameShark allows you to access codes for hidden characters, weapons and vehicles, GameShark Pro takes the concept one step further by allowing you to hack your own codes with a code generator. The generator uses a technology similar to what computer hackers use, mimicking the process that searches for key words, phrases and symbols. Now you don't have to wait for codes, you can produce them yourself!

Whether it's discovering new levels or creating them yourself, you can do it all with GameShark Pro.

Additional enhancements for GameShark Pro include the graphics viewer, which allows you to take a sneak-peek at hidden data and video sequences; and the Memory Card Manager, a graphical user interface that manages and organizes your game saves. The PlayStation® version of GameShark Pro includes the new V-Mem™ Virtual Memory Card technology, which provides an awesome 120 blocks of storage space. That's the same capacity as 8 memory cards! The Nintendo® 64 version of GameShark Pro has an optional PC hacking feature that allows you to download a software program from the GameShark website, www.gameshark.com (as if you didn't already know that) enabling you to hack codes more efficiently. Although Game Boy® GameShark users already have hacking capabilities, look for the GameShark Pro version to be completely updated with the addition of many new features.

With all this talk about hacking and code generators, things may seem a bit over your head, but you're in luck! We thought we'd simplify things by including a tutorial video appropriately called, "How To Hack Like a Pro." The informative and entertaining 7-minute video walks you through how to use the code generator to hack your own codes.

Perhaps the most awesome thing about the new GameShark Pro is that it's still jam-packed with hundreds of the best cheats for PlayStation, Nintendo 64 and Game Boy games, plus it's even priced the same as GameShark. So whether you're looking to cheat or hack your way through a game, the GameShark Pro has it all.

No more waiting for codes – produce your own with GameShark Pro.

V-Mem: What A Memory Card Should Be

V-Mem™ Virtual Memory Card System reshapes the idea of PlayStation® memory cards.

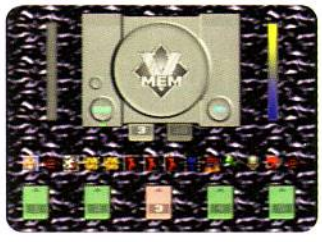
Chances are if you own a memory card (and who doesn't nowadays), you've endured both the cost of purchasing numerous cards to store your precious game saves, and have probably lost some data along the way. Well, this perpetual madness has come to an end with V-Mem™ Virtual Memory Card System for the PlayStation® game console. It's a revolutionary device that has the capacity of up to 60 standard PlayStation memory cards (900 blocks). It's like having a hard drive for your PlayStation!

Few gamers realize how easily game data can be lost from the memory card slot, especially with standard high-capacity memory cards. Since V-Mem connects into the PlayStation's I/O expansion port plug-in, your data is less likely to be erased.

V-Mem also incorporates a graphical software user interface that displays all your game saves as icons, so you'll always know where you placed a game save. You can even transfer saves between "virtual" and standard PlayStation memory cards.

With over 900 blocks of memory, its safety features, and graphical interface, V-Mem is quite clearly the most advanced PlayStation memory card ever. It may just turn out to be the only memory card you'll ever need.

V-Mem's unique storage system easily outshines standard memory cards.



Merchant Marina

Your direct source for the hottest gaming accessories.

V-Mem Virtual Memory Card System

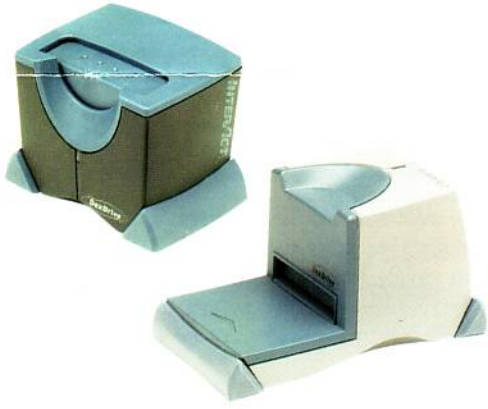
Quite clearly "The Most Advanced PlayStation" Memory Card," the V-Mem™ Virtual Memory Card System (I-22300, SRP: $29.99) has the power to safely store up to 60 memory cards worth of data. It's like having a hard drive for your PlayStation™! Store hundreds of your favorite game saves in "virtual memory" and view them all at the touch of a button with V-Mem's Memory Card Manager.

Barracuda 2

The "Total Control Controller", the Barracuda 2™ (SV-1133, SRP: $24.99) offers programmable dual vibration feedback. Twin vibration feedback motors provide awesome rumbling sensations during gameplay. The Barracuda 2 also includes 14 fully programmable buttons, an Axis swap switch and simulated analog control that allows you to control any game (analog or digital) with the control sticks.

Dual Impact GamePad

If you've been searching for an affordable, quality dual analog, vibration feedback PlayStation® controller, search no more! The Dual Impact™ GamePad (P-113, SRP: $19.99) from our Performance™ line, offers two exciting modes of play , two analog sticks, a circular control pad and eight fire buttons. The design offers the most comfortable gameplay and superior game control of any controller on the market.



DexDrive

EGM's "Peripheral of the Year"! The DexDrive™ (N64 SV-388, SRP: $39.99; PSX SV-1128, SRP: $39.99) is a revolutionary device that allow you to copy games saves from a standard Nintendo 64® or PlayStation® memory card to the hard drive of PC. From there, game saves can be saved to a disk or CD or even emailed to other gamers around the world. Download characters and codes from the Internet or post your own custom characters to show the gaming world your skills. Available for Nintendo 64 and PlayStation.

Order Direct And Take 20% Off Your Order!

To purchase any of these exciting accessories, see our order form on page 7.

Back Issues

The ultimate source for hard-to-find codes.

Don't let the "resident villain" in town get the best of you before you can get the codes to take him down! Order the entire Dangerous Waters collection at the amazing price of $1.00/Issue.

Issue #1	Legend has it that it still exists!
Issue #2	Codes for Toshinden, The Horde, NBA Jam, MK3, Krazy Ivan
Issue #3	Codes for Cybersled, Resident Evil, Agile Warrior, Iron Storm, Virtua Fighter 2
Issue #4	Codes for Road Rash, DarkStalkers, In the Hunt, Twisted Metal, Descent
Issue #5	Codes for Alien Trilogy, Primal Rage, Bogey Dead 6, Tekken 2, Virtua Fighter Kids
Issue #6	Sorry! We didn't publish any codes this issue, except for Dark Forces, Fighting Vipers, Jet Moto, Final Doom, Sonic 3-D, Blast, NFL '97, Twisted Metal
Issue #7	Codes for Andretti Racing, Madden '97, Soviet Strike, King's Field 2, MK Trilogy, Rally Cross, Area 51
Issue #8	Codes for Reloaded, Brahma Force, Formula One, Mech Warrior 2
Issue #9	Codes for Ridge Racer, NBA Live '97, Psychic Force, Tenka, Contra, and Andretti Racing
Issue #10	Codes for FFVII, Need For Speed II, Porsche Challenge, GameDay '98, Soul Blade, Manx TT Superbike, Warcraft II and Top Gear Rally
Issue #11	Promise you'll buy a GameShark T-shirt and I'll let you have this one! Bushido Blade, Colony Wars, Nightmare Creature, Last Bronx, Resident Evil, GoldenEye, Duke Nukem 64
Issue #12	Codes for MRC, San Francisco Rush, Wave Race 64, Alundra, NBA Live '98, Parappa the Rapper
Issue #13	Codes for Resident Evil 2, NBA In The Zone 2, Bomberman 64, WCW vs. NWO, Skull Monkeys, Resident Evil
Issue #14	Codes for Rain Man, Pickle, Solid Gold Dancers
Issue #15	Codes for Quest 64, Gran Turismo, MK4, Tekken 3
Issue #16	Codes for Madden '99, Batman and Robin, Toca Championship Racing, Gex 64, Turok Dinosaur Hunter V1.1
Issue #17	We're back! And look who came along for the ride: Akuji: The Heartless, Bomberman World, Metal Gear Solid v1.1, Parasite Eve, Madden 64, Yoshi's Story

- **See page 7 to order.**
- **Be sure to include the issue number you wish to receive.**

GameShark Merchandise

The only place to buy official GameShark gaming merchandise.

Even if you sailed to the ends of the Earth, we'd still be the only place to get this cool, GameShark branded T-shirt. 100% cotton, it's printed with the ferocious GameShark logo and comes ready to attack other lame shirts all for the price of $11.99. **See page 7 to order.**

CODES
plays tation

Akuji: The Heartless
Infinite Lives 800803462400

Battle Arena Toshinden 3
Infinite Health P1 & P2 ..... 80120df22400
Infinite Health P1 Only 80120de00008
Infinite Health P1 Only 80120de23201
Infinite Health P1 Only 80120de80002
Infinite Health P1 Only 80120dea1420
Infinite Health P2 Only 80120de00008
Infinite Health P2 Only 80120de23201
Infinite Health P2 Only 80120de80002
Infinite Health P2 Only 80120dea1020

Bubsy 3D
Extra Health 8002e23e2400
Infinite Lives 8002ddc62400

Civilization 2
Infinite Money Americans, Chinese, Persians 801191ec7530
Infinite Money Aztecs, Egyptians, Spanish 80118c747530
Infinite Money Babylonians, Japanese, Zulus 801181847530
Infinite Money Carthaginians, Greeks, English 801197647530
Infinite Money Celts, Romans, Russians 80117c0c7530
Infinite Money French, Germans, Vikings 801186fc7530
Infinite Money Indians, Mongols, Sioux 80119cdc7530

Contender
Infinite Health & Stamina P1 ..... d00669d40000
Infinite Health & Stamina P1 ..... 800669d40050
Infinite Health & Stamina P1 ..... d00669df60000
Infinite Health & Stamina P1 ..... 800669d63241
Infinite Health & Stamina P1 ..... d0066a1c0000
Infinite Health & Stamina P1 ..... 80066a1c000e
Infinite Health & Stamina P1 ..... d0066a1e0000
Infinite Health & Stamina P1 ..... 80066a1e1420
Infinite Health & Stamina P2 ..... d00669d40000
Infinite Health & Stamina P2 ..... 800669d40050
Infinite Health & Stamina P2 ..... d00669d60000
Infinite Health & Stamina P2 ..... 800669d63241
Infinite Health & Stamina P2 ..... d0066a1c0000
Infinite Health & Stamina P2 ..... 80066a1c000e
Infinite Health & Stamina P2 ..... d0066a1e0000
Infinite Health & Stamina P2 ..... 80066a1e1020

Full Magic P1
800c99460708
for Destrega

Destrega
Full Magic P1 ..... 800c99460708
Full Magic P2 ..... 800c9b220708
Infinite Health P2 ..... 800c9b2000c8
Infinite Health P1 ..... 800c994400c8
No Health P1 ..... 800c99440000
No Health P2 ..... 800c9b200000
No Magic P1 ..... 800c99460000
No Magic P2 ..... 800c9b220000

Final Fantasy VII
Quick Limit Bar Gain d00a14505e68
Quick Limit Bar Gain 800a145000ff
Quick Limit Bar Gain d00a14529422
Quick Limit Bar Gain 800a14522402

Fisherman's Bait
Disable Timer 800b0f5476a8
Infinite Credits 800b060a0009

Guardian's Crusade
Infinite Rubies 801b5518ffff
Max HP 801cd79c03e8
Max PP 801cd79e03e8

Irritating Stick
Infinite Sticks 800505000002
Infinite Time 8005061006e5

K-1 Revenge
Extra Characters 800bb2b4000f
Infinite Creation Points 800c05440002
High Stamina P1 ..... 800bb2c001ff
Low Stamina P1 ..... 800bb2c00000
High Stamina P2 ..... 800bb2c401ff
Low Stamina P2 ..... 800bb2c40000
Low Health P2 ..... 800bb2d40000

Marvel Super Heroes vs. Street Fighter
Infinite Health P1 ..... 800707b20090
Infinite Health P1 ..... 80070da40090
Infinite Health P2 ..... 800707b60090
Infinite Health P2 800711640090
No Health P1 ..... 800707b20000
No Health P1 ..... 80070da40000
No Health P2 ..... 800707b60000
No Health P2 800711640000

Rally Cross 2
Always Place 1st 800721c00001
Extra Tracks And Cars 80059bfe0003
One Lap To Race 800606be0104

Resident Evil
L1 + X Button For Save Anywhere d00cf8440044
L1 + X Button For Save Anywhere 800c84560002
L1 + X Button For Save Anywhere 800343f22400
L1 + X Button For Save Anywhere 8003446e2400

R-Types
Infinite Lives P1 801385200003
Infinite Lives P2 801385280003
Weapon Power Up P1 & P2 ..... 801355c88000
Max FORCE Sidekick P1 & P2 ..... 801355ca0003
Have Missiles P1 & P2 ..... 801355c10001
Infinite Lives P1 ..... 800fbc4b0003
Infinite Lives P2 ..... 800fbc530003
Weapon Power Up P1 & P2 ..... 800f8452010c
Max FORCE Sidekick P1 & P2 ..... 800f844e0003
Have Missiles P1 & P2 ..... 800f84450001

Rush Down
Infinite Time 801f474413aa
Always Place 1st 801f47401000
Always Place 1st 801f473a0000

Silent Hill
Press [Select] Health Restore d00bc76c0001
Press [Select] Health Restore 800ba0bd0040
Press [Select] Health Restore d00bc76c0001
Press [Select] Health Restore 800ba0be0006
0:00:00 Timer 800bcc840000
0:00:00 Timer 800bcc860000
Always First Save 800bcada0000

Street Sk8er
Extra Points 8007b19c8800
Extra Characters 80094138ffff
Enable Levels 800942300003

Syphon Filter
All Levels Open 801462aa0b14
Infinite Ammo at Weapon Pick-up 800467c62400
Extra Health 80068bec0000

Unholy War
Infinite Health P1 ..... 8005643e0801
Infinite Health P1 ..... 8005643c5918

Uprising X
All Weapons and Ammo 801907f60063
All Weapons and Ammo 801907f80063
All Weapons and Ammo 801907fa0063
All Weapons and Ammo 801907fc0063
All Weapons and Ammo 801907fe0063

Enable Astronaut
30079fde0001
for WCW/NWO Thunder

WCW / NWO Thunder
Enable 5 O'Clock Tony 30079fc70001
Enable A.C. Jazz 30079fbd0001
Enable Adam 30079fe70001
Enable Arge and Varge 30079fe00001
Enable Arn Anderson 30079fa40001
Enable Astronaut 30079fde0001
Enable Barbarian 30079f9b0001
Enable Benji 30079fcd0001
Enable Bessie 30079fe50001
Enable Bobby 30079ff00001
Enable Bobby Heenan 30079fa50001
Enable Chae 30079fbe0001
Enable Chavo Guerrero Jr. 30079f9f0001
Enable Chicken Boy 30079fcb0001
Enable Chrome Dome 30079fd90001
Enable Claude Rains 30079fdf0001
Enable Cobra 30079fc40001
Enable Cowboy 30079fe20001
Enable Crush Depth 30079fec0001
Enable Dave Hoffman 30079fd30001
Enable Devastating Dorizas 30079fd00001
Enable Dillinger 30079fc00001
Enable Disco Inferno 30079f990001
Enable Donn Nauert 30079fd60001
Enable Dudeman 30079fe90001
Enable Dynamite Johnny 30079fcc0001
Enable Eddie Guerrero 30079f910001
Enable Enos 30079fad0001
Enable Eric Bischoff 30079fa10001
Enable Ernest Miller 30079f9a0001
Enable Fit Finley 30079f9d0001
Enable Flapper 30079feb0001
Enable Fyre 30079fbc0001
Enable Glacier 30079fb40001
Enable Goochie 30079fcf0001
Enable Guerrilla 30079fe60001
Enable Hammer 30079f920001
Enable Hoof Hearted 30079fe40001
Enable Horace 30079f950001
Enable Indian 30079fe10001
Enable Iron Mike Tenay 30079fb80001
Enable Jamie The Learned 30079fc20001
Enable Jimmy Hart 30079fab0001
Enable John 30079fca0001
Enable John Ardell 30079fd80001
Enable Johnny Grunge 30079fb20001
Enable Juventud Guerrera 30079faf0001
Enable Jym Killy 30079fd70001
Enable Kaz Hayashi 30079faa0001
Enable Kimberly 30079fa60001
Enable La Parka 30079fa00001
Enable Larry Zbysko 30079fa70001
Enable Lee Marshall 30079fbf0001
Enable Leland Mah 30079fd40001
Enable Lodi 30079f970001
Enable M.C. Myque 30079fd20001
Enable Mantis 30079fe80001
Enable Mean Gene 30079fa20001
Enable Meng 30079f9c0001
Enable Miss Elizabeth 30079fa30001
Enable Mongo 30079fa90001
Enable Prince Iaukea 30079fb50001
Enable Psychosis 30079fae0001
Enable Reanimator 30079fc50001
Enable Reese 30079f9e0001
Enable Rey Mysterio Jr. 30079f960001
Enable Ric Flair 30079fb10001
Enable Rick Fuller 30079fb00001
Enable Rick Rude 30079fac0001
Enable Robot 30079fdc0001
Enable Rocco Rock 30079fb30001
Enable Sailor 30079fe90001
Enable Sanders 30079fd50001
Enable Sargeant 30079fe30001
Enable Scotty Riggs 30079f940001
Enable Short Circuit 30079fdb0001
Enable SickBoy 30079f980001
Enable Sleep Dep Ed 30079fc60001
Enable Snuff 30079fee0001
Enable Sonny Onoo 30079fa80001
Enable Spice 30079fb90001
Enable Squire 30079fef0001
Enable Star Fish 30079fed0001
Enable Stevie Ray 30079f930001
Enable Stingray 30079fc30001
Enable Tiffany Pane 30079fdd0001
Enable Tony Schiavone 30079fb70001
Enable Tygress 30079fbb0001
Enable Uncle Monkey 30079fc80001
Enable Veal 30079fd10001
Enable Vincent 30079fb60001
Enable Whisper 30079fba0001
Enable Wireframe 30079fda0001
Enable Wrestling Matt 30079fce0001
Enable Zoomie 30079fc10001
Enable Zuit Suit 30079fea0001

Wheel Of Fortune
Lots of Money P1 ..... 800c6704ffff
Lots of Money P1 ..... 800c670a0fff

WWF Warzone
All Cant Be Pinned 800b4a800004
All Cant Be Pinned 800b4a821000
All Cant Be Pinned 800b60640004
All Cant Be Pinned 800b60661000
All Invulnerable 800bbd4a2400
All Invulnerable 800b4778004c
All Invulnerable 800b477a1000
All Invulnerable 800bd3322400
All Invulnerable 800b5d5c004c
All Invulnerable 800b5d5e1000
All Never Stunned 800b498a2400
All Never Stunned 800b5f6e2400
All Pinned Quickly 800b4a800005
All Pinned Quickly 800b4a821000
All Pinned Quickly 800b60640005
All Pinned Quickly 800b60661000
Creation Points 800b64f40000
Creation Points 800b7b140000
Extra Characters 8007a0f03fff
Extra Characters 8007a0f21000
Extra Characters 8007a0f43fff
Extra Characters 8007a0f62000
Extra Characters 8007b6c03fff
Extra Characters 8007b6c21000
Extra Characters 8007b6c43fff
Extra Characters 8007b6c62000
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Infinite Gold 8006ef5a000f
Infinite HP 8006d8ec03e7
Infinite HP 8006d8ee03e7
Quick Level Gain 8006d8e40001

CODES for nintendo64

BattleTanx

Frogs 801357750001
Have All Levels 801357670001
Hurl Mode 8013576b0001
Invincible 801357630001
Invisible 8013576a0001
Run Story 801357700001
Start With All Weapons 801357650001
Toads 801357760001
Trippy 801357710001
Unlimited Ammo 801357600001
Unlimited Lives 801357720001

Castlevania 64

Infinite Health 81389c3e0064
Infinite Throwing Weapon 81389c48000a

Fox Sports College Hoops '99

Big Head Mode 81098e880100
GS Button For 1-Second Shot Clock 8912a4bc3fc0
Partially Invisible Players 81098e840100
Shot Clock Disabled 8109707c0000
Trail Follows The Ball 810b46004100

Magical Tetris

Always Get Magical Tetris Pieces 811d267edb20
Always Get Straight Pieces 801d25f40000
Quick Score Gain 811d26a6ffff

Mario Party

Lower Left Char. 99 Coins 810f33180063
Lower Left Char. 99 Stars 810f331c0063
Lower Left Char. No Coins 810f33180063
Lower Left Char. No Stars 810f331c0063
Lower Left Char. Rolls 10 ..... 800d635b000a
Lower Right Char. 99 Coins 810f33480063
Lower Right Char. 99 Stars 810f334c0063
Lower Right Char. No Coins 810f33480000
Lower Right Char. No Stars 810f334c0000
Lower Right Char. Rolls 10 ..... 800d639f000a
Upper Left Char. 99 Coins 810f32b80063
Upper Left Char. 99 Stars 810f32bc0063
Upper Left Char. No Coins 810f32b80000
Upper Left Char. No Stars 810f32bc0000
Upper Left Char. Rolls 10 ..... 800d62d3000a
Upper Right Char. 99 Coins 810f32e80063
Upper Right Char. 99 Stars 810f32ec0063
Upper Right Char. No Coins 810f32e80000
Upper Right Char. No Stars 810f32ec0000
Upper Right Char. Rolls 10 ..... 800d6317000a

Mike Piazza's Strike Zone

Almost Always Hit A Home Run 801957140001
Fast Game 801957290001
Increased Gravity 801957270001
Low Gravity 801957260001
Slow Game 8019572a0001

Nightmare Creatures

Start On Last Level d00978b10000
Start On Last Level 800978b10013

Penny Racers

1 Lap to Race d022ad050001
1 Lap to Race 8022ad050003
No Laps to Race d022ad050000
No Laps to Race 8022ad050003

All Gold Medals
812591300101
for Snowboard Kids 2

Snowboard Kids 2

All Gold Medals 812591300101
All Gold Medals 812591320101
All Gold Medals 812591340101
All Gold Medals 812591360101
All Gold Medals 812591380101
Infinite Left Weapons (Story Mode) 8025a6230003
Press L To Be On Lap 3 (Story Mode)
..... d00a1c090020
Press L To Be On Lap 3 (Story Mode)
..... 8025a6150003

Space Station: Silicon Valley

Have All Power Cells 803f2d3d000f

Turok 2: Seeds Of Evil

Have All Cheats 8111aadc07ff
Have All Cheats 8111aadeffff

Virtual Pool

Aiming Sites Always Available 812f09220004

WCW Nitro

1984 Ring 8027d9530001
5 O'clock Tony 8027d8890001
A.C. Jazz 8027d8a90001

Infinite Health P1
8122915203e8
For WCW Nitro

Alex Wright 8027d83b0001
Anvil 8027d8330001
Arn Anderson 8027d8630001
Barbarian 8027d8510001
Benji 8027d8950001
Bobby Heenan 8027d8650001
Booker T 8027d8210001
Boudoir Ring 8027d9370001
Brian Adams 8027d81d0001
Buff Bagwell 8027d8370001
Bulldog 8027d81f0001
Chae 8027d8ab0001
Chavo Jr. 8027d8590001
Chicken Boy 8027d8910001
Chris Benoit 8027d82d0001
Circus Ring 8027d9130001
Cobra 8027d8830001
Dean Makenko 8027d8230001
Devastatomg Dorizas 8027d89b0001
Disciple 8027d82b0001
Disco Inferno 8027d84d0001
Disco Ring 8027d9470001
Dudeman 8027d88d0001
Dynamite Johnny 8027d8930001
Eddy Guerrero 8027d83d0001
Enos 8027d8750001
Eric Bischoff 8027d85d0001
Ernest Miller 8027d84f0001
Fit Finley 8027d8550001
Fyre 8027d8a70001
Goochie 8027d8990001
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Hall of Mirrors Ring 8027d93b0001
Hammer 8027d83f0001
Hive Ring 8027d9170001
Horace 8027d8450001
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Jamie The Learned 8027d87f0001
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Lodi 8027d8490001
Mean Gene 8027d85f0001
Meng 8027d8530001
Miri Myque 8027d89f0001
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Psychosis 8027d8770001
Psyschodelic Ring 8027d9430001
Quark Ring 8027d9570001
Reanimator 8027d8850001
Rec Room Ring 8027d9310001
Reese 8027d8570001
Rey Mysterio Jr. 8027d8470001
Rick Fuller 8027d87b0001
Rick Rude 8027d8730001
Roddy Piper 8027d8350001
Scott Norton 8027d82f0001
Scotty Riggs 8027d8430001
Sickboy 8027d84b0001
Slamboree Ring 8027d9230001
Sleep Dep Ed 8027d8870001
Sonny Onoo 8027d86b0001
Souled Out Ring 8027d9270001
Spaceship Ring 8027d90f0001
Spice 8027d8a10001
Stevie Ray 8027d8410001
Stingray 8027d8810001
Texas Ring 8027d95b0001
Tiger 8027d8a50001
Turbo Ring 8027d91b0001
Ultimo Dragon 8027d8270001
Uncle Monkey 8027d88b0001
Veal 8027d89d0001
Whisper 8027d8a30001
Wrath 8027d8250001
Wrestling Matt 8027d8970001
Wunderland Ring 8027d91f0001
Zoomie 8027d87d0001

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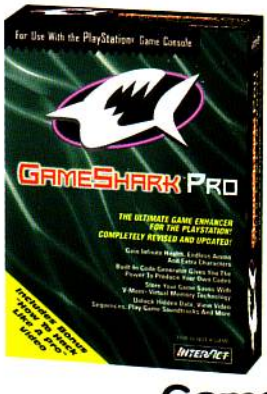
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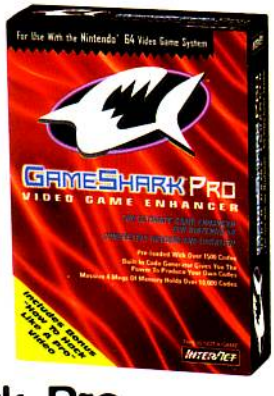

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NO PURCHASE NECESSARY TO ENTER
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1. HOW TO ENTER

Contest begins at 12:00 AM ET, April 25, 1999, and ends 11:59 PM ET, May 17, 1999. To enter the Contest, mail original artwork along with name, age, return address and phone number to:

InterAct Accessories, Inc.
Dangerous Designs Issue #19
10999 McCormick Rd
Hunt Valley, MD 21031

LIMIT ONE ENTRY PER PERSON. Limit one winner per family/household. Subsequent entries will be disqualified. All entries must be received by 6 p.m. ET on May 17, 1999.

Entries must be wholly original and created by the entrant. Once submitted, entries become the sole property of InterAct Accessories, Inc. ("InterAct") and will not be returned. InterAct is not responsible for lost, late, incomplete, damaged, stolen, misdirected, or illegible entries, other errors of any kind, whether human, mechanical or electronic; including without limitation the incorrect or inaccurate capture of entry information. Entry materials/data that have been tampered with or altered are void. All entries become the property of InterAct and are assigned to InterAct.

2. SELECTION OF WINNERS AND JUDGING CRITERIA

InterAct's creative staff will judge all eligible entries. The Winner will be selected on or about May 18, 1999. The judges will select one (1) winner from all the eligible entries received. The judging criteria to be used in selecting the winner[s] will be (1) 3 percent for creativity; (2) 2.5 percent for originality; and (3) 1.854 percent for presentation (the "Judging Criteria"). In the event that there is a tie between two (2) or more entries, InterAct's creative staff will select the winner from such tied entries based on the most heavily weighted percentage among the Judging Criteria. Winner will be notified on or about May 18, 1999, via e-mail, phone or letter. By participating, entrants agree to the Official Rules and the decisions of the judges, which shall be final and binding in all respects.

3. PRIZE

One (1) Grand Prize: One DexDrive (valued at $39.99). Total value of all prizes: $39.99. All prizes will be awarded.

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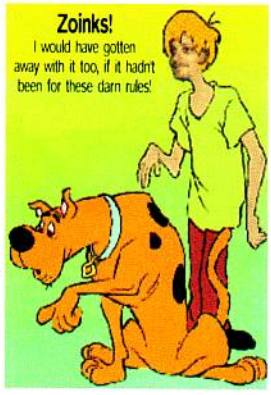
Contest is governed by U.S. law and is open only to legal residents of the United States who have Internet access as of [the date of the day before the contest starts], 1998. Void in Arizona. Employees or agents of InterAct, its parent company, affiliates, subsidiaries, advertising/promotional agencies and the employees, officers, directors and agents of any of the above organizations, and the members or the immediate family or those living in the same household of such individuals, are ineligible. All federal, state and local laws and regulations apply.

5. CONDITIONS OF PARTICIPATION

Winner may be required to sign and return an Affidavit of Eligibility, a Liability Release and, where legal, a Publicity Release within 14 days of the date printed on the prize notification or be disqualified. In the event a prize is won by a minor, the prize will be awarded in the name of the minor's parent or legal guardian, who must sign any required affidavit or release. If a prize is returned as undeliverable, the potential winner will be disqualified. InterAct reserves the right, in its sole discretion to cancel, terminate or suspend the contest should viruses, bugs, unauthorized human intervention or other causes beyond the control of InterAct, corrupt or impair the administration, security or fairness of the contest. In such an event, winners will be selected from all eligible entries received up to the time of such cancellation, termination or suspension.



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Prizes will be awarded within approximately 60 days after selection of winners. Taxes on prizes are the responsibility of the winners. No substitution allowed except at discretion of InterAct. Prizes are not transferable. InterAct reserves the right to substitute any and all prizes with prizes of equal or greater value, if an advertised prize becomes unavailable.

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